

A GUIDE TO CREATING 5E HALF-RACES

VOLUME II: FANTASTICAL RACES

**8 additional Half-Race options to make your characters come alive
in the world's greatest roleplaying game.**

PRELUDE



THE SECOND TOME IN THE *GUIDE TO CREATING 5E Half-Race* supplemental rules, this book offers an additional eight reworked options to include with the first volume, *A Guide to Creating 5e Half-Races: Players Handbook Edition*. If you are new to these rules, the first volume holds the rules for merging

character races, as well as providing an example character build.

In this guide, we delve into some of the more fantastical races first added in *Volo's Guide to Monsters* and reprinted in *Mordenkainen Presents: Monsters of*

the Multiverse. This book is an expansion on the 5th edition character creation rules to help you create new and exciting characters for your campaign worlds.

IMPORTANT NOTE

All base races and abilities used in these books are the property of Hasbro and Wizards of the Coast, I claim no ownership to any of them.

RACE FEATURES & TRAITS

AARAKOCRA

Wind Caller. (Variant) Starting at 5th level, you can cast the *gust of wind* spell once with this trait and regain the ability to do so when you finish a long rest.

Languages. You can speak, read, and write Common and Aarakocra.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity or Wisdom score increases by 2.

Size. Aarakocra-Dominant characters stand around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Flight. (Variant) Starting at 3rd level, you sprout wings from your back and gain a flying speed equal to half your walking speed.

RECESSIVE TRAIT

Ability Score Increase. Your Dexterity or Wisdom score increases by 1.

AASIMAR

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Light Bearer. You know the *light* cantrip. Wisdom or Charisma is your spellcasting ability for this spell, choose one when you select this race.

Languages. You can speak, read, and write Common and Celestial.

DOMINANT TRAITS

Ability Score Increase. Your Strength, Constitution, Wisdom, or Charisma score increases by 2.

Size. Aasimar-Dominant characters stand around from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Celestial Radiance. (Variant) You have resistance to either necrotic or radiant damage, choose one when you select this race.

Celestial Revelation. (Variant) When you reach 5th level, choose one of the revelation options below. Thereafter, you can use a bonus action to unleash the celestial energy within yourself, gaining the benefits of that revelation. Your transformation lasts for 1 minute or until you end it as a bonus action. Your transformation is also concentration based and will end early if your concentration ends. You cannot cast spells that require concentration while you are transformed. Once you transform using your revelation below, you can't do so again until you finish a long rest.

PROTECTOR AASIMAR

Radiant Soul. (Variant) Two luminous, spectral wings sprout from your back temporarily. Until the transformation ends, you gain a flying speed equal to half your walking speed.

SCOURGE AASIMAR

Radiant Consumption. (Variant) Searing light temporarily radiates from your eyes and mouth. Until the transformation ends, you spread a bright light in a 5-foot radius and dim light for an additional 5 feet, and at

the end of each of your turns, each creature within 5 feet of you must succeed on a Constitution saving throw (DC 8 + your Wisdom or Charisma modifier, choose one when you select this race) or take radiant damage equal to your proficiency bonus, or half as much damage on a success.

FALLEN AASIMAR

Necrotic Shroud. (Variant) Your eyes briefly become pools of darkness, and ghostly, flightless wings sprout from your back temporarily. Creatures other than your allies within 10 feet of you that can see you must make succeed on a Charisma saving throw (DC 8 + your Wisdom or Charisma modifier, choose one when you select this race) or become frightened of you until the end of your next turn.

RECESSIVE TRAIT

Ability Score Increase. Your Strength, Constitution, Wisdom, or Charisma score increases by 1.

FIRBOLG

Speech of Beast and Leaf. (Variant) You have the ability to communicate in a limited manner with Beasts, Plants and vegetation. They can understand basic meanings of your words, though you have no special ability to understand them in return.

Languages. You can speak, read, and write Common and Giant.

DOMINANT TRAITS

Ability Score Increase. Your Strength or Wisdom score increases by 2.

Size. Firbolg-Dominant characters stand between 7 feet and 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Hidden Step. (Variant) Starting at 3rd level, as a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. You can use this trait a number of times equal to half of your proficiency bonus (minimum of 1).

You regain all expended uses when you finish a long rest.

RECESSIVE TRAIT

Ability Score Increase. Your Strength or Wisdom score increases by 1.

GOLIATH

Little Giant. You have proficiency in the Athletics skill, and you count as one size larger when determining your carrying capacity and the weight you can push, drag or lift.

Languages. You can speak, read, and write Common and Giant.

DOMINANT TRAITS

Ability Score Increase. Your Strength or Constitution score increases by 2.

Size. Goliath-Dominant characters stand between 7 feet and 8 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Stone's Endurance. (Variant) You can supernaturally draw on unyielding stone to shrug off harm. When you take damage, you can use your reaction to roll a d6. Add your Constitution modifier to the number rolled and reduce the damage by that total. You can use this trait a number of times equal to half your proficiency bonus (minimum of 1).

You regain all expended uses when you finish a long rest.

RECESSIVE TRAIT

Ability Score Increase. Your Strength or Constitution score increases by 1.

KENKU

Mimicry. (Variant) You can accurately mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations only with a successful Wisdom (Insight) check against a DC of 8 + your proficiency bonus.

Languages. You can speak, read, and write Common and Auran.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity or Wisdom score increases by 2.

Size. Kenku-Dominant characters stand around 5 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Kenku Recall. (Variant) Thanks to your supernaturally good memory, you have proficiency in one

skill of your choice.

When you make an ability check using any skill in which you have proficiency, you can give yourself a bonus d4 on the check while rolling the d20. You can give yourself this bonus a number of times equal to half of your proficiency bonus (minimum of 1). You regain all expended uses when you finish a long rest.

RECESSIVE TRAIT

Ability Score Increase. Your Dexterity or Wisdom score increases by 1.

LIZARDFOLK

Nature's Intuition. (Variant) Thanks to your mystical connection to nature, you gain proficiency with one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth, or Survival.

Cunning Artisan. (Variant) As part of a long rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a club or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Languages. You can speak, read, and write Common and Draconic.

DOMINANT TRAITS

Ability Score Increase. Your Constitution or Wisdom score increases by 2.

Size. Lizardfolk-Dominant characters stand from under 5 feet to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. You have a fanged maw that you can use to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

RECESSIVE TRAIT

Ability Score Increase. Your Constitution or Wisdom score increases by 1.

TABAXI

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Climbing Speed. You gain a climbing speed equal to half of your movement speed. (minimum of 15 feet)

Languages. You can speak, read, and write Common and one other language of your choice.

DOMINANT TRAITS

Ability Score Increase. Your Dexterity or Charisma score increases by 2.

Size. Tabaxi-Dominant characters stand from under 4 feet to over 6 feet tall. Your size is Small or Medium.

Speed. Your base walking speed is 30 feet.

Feline Agility. (Variant) Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't do so again until the end of a short or long rest.

RECESSIVE TRAIT

Ability Score Increase. Your Dexterity or Charisma score increases by 1.

TRITON

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Swimming Speed. You gain a swimming speed equal to half of your movement speed. (minimum of 15 feet)

Languages. You can speak, read, and write Common and Primordial.

DOMINANT TRAITS

Ability Score Increase. Your Strength, Constitution, or Charisma score increases by 2.

Size. Triton-Dominant characters stand from under 5 feet to around 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Amphibious. You can breathe air and water.

Emissary of the Sea. You can communicate simple ideas to any Beast, Elemental, or Monstrosity that has a swimming speed. It can understand your words, though you have no special ability to understand it.

RECESSIVE TRAIT

Ability Score Increase. Your Strength, Constitution, or Charisma score increases by 1.